

*San Leandro  
Computer Club* January 1995  
*Journal*

*Happy  
New Year*



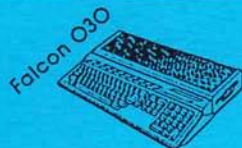
*From the  
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# January

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3 Mtg Meeting 8:00 PM	4	5	6	7
8	9 ST SIG Meeting 8:00 PM	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
Journal Deadline 12:00 PM	30	31				

## OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1301.DOC  
JANUARY 1994

### GENERAL COMMENTS

This month's featured program is CARDSTAX v2.0 (see below). The 1/95 SLCC Journal has several printouts of pages from its 2 DOCs and its SAMPLE STack file; plus a printout of Pg. 26 from our library index.

### D.O.M. SUMMARY

This DOM has four Games plus one gRaphics DEMO on the front. The back is completely filled by an APPLic'n. (UTILity?) program; CARDSTAX v2.0, in 17 files. Version 1.0 is on #1201.

### CONTENTS- DISK #1301:-

#### Front:-

*SLCC1301.DOC	028	TITLE	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	037	DUP .SYS	042
ARENA .BAS	062	ASYLUM .BAS	041
CHG .BAS	059	MARBLEMG.BAS	064
*T1000 .OBJ	088	AUTORUN .CTB	014
T1000 .FRM	197	T1000 .TBO	013
*T1000 .TXT	014	T1000REA.DME	002
000 FREE SECTORS			

#### Back:- [Boot with BASIC]

CARDSTAX (Ver. 2.0) & its auxiliary files uses the entire back of the disk. It's a Hyper Text or Media program. Updates disk #SLCC1201.  
000 FREE SECTORS

### PROGRAM DETAILS

ARENA.BAS is an arcade style Game which pits you, as a race car driver, against a monster who leaves a deadly CHECKERED trail. [Yours has diagonal stripes]. By Erik Wolpaw- from ANTIC 4/84, it has 24 levels (or waves). In each, you must pick up all the prizes by running over them. The yellow dot in each one is an energizer; it turns you (briefly) into a Gobbler, who can eat through both trails (to get extra points). FIRE starts and restarts.

ASYLUM.BAS is another arcade Game

from ANTIC (10/85). It's by Spencer Craske. It may (or may not) offer an escape from the Alien Asylum. All you can do is to smash the moving lights; avoid the contagious inmates who look like octopi; snatch all the keys; and keep moving- or you'll go mad! Below the screen are the score, lives, play level, sanity points, and No. of keys left in the room. When sanity points reach zero you lose one life.

CHG.BAS (Computer Hang Guy) is an EDUCational Game (Hangman) using U.S. cities. The program is by J.R. Payne and it includes instructions. This is another example of an old idea that's very well implemented. Since it's in BASIC, you can easily change the data to any cities you may select. I found it on an AIM disk (3/92).

MARBLEMG.BAS (Marble Magic) is by Earl Hill; from ANALOG #73- 6/89. The object is to jump over and remove the marbles successively, until the final marble (hopefully?) lands on center. In this (32 marble) version the computer displays the board; checks that all moves are valid; and keeps score of the number of moves and the number of marbles remaining.

T1000.OBJ is a gRaphic DEMO by Bill Kendrick. He also wrote CLORIZ1 which is on last month's disk. To Run it, you'll have to go to DOS (without BASIC- it's in Compiled Turbo-BASIC); then load \*T1000.OBJ with the DOS "L" function. I UNARced it from the AIM disk for 2/92. It includes the last six files on the front. I locked two of these, just to mark them with an \* in the Directory display. The other one is the .TXT (or DOC) file for the whole program. It has a README & an 80 col. DOC file.

CARDSTAX (Ver. 2.0) is an update of SLCC1201. It uses the entire back of the disk (for 17 files). It has 2 DOCs by programmer David A. Paterson- (one general and one technical) and a SAMPLE stack. It was on MACAM's 11/93 disk. The 1/95 SLCC Journal has some selections. Boot it WITH BASIC!

## CARDSTAX Version 2.0

by David A. Paterson (see SLCC1301)

[Cardstax v2.0 - .DOC]  
by David A. Paterson  
(from SLCC#1301)

CardStax is back! This new revision improves the look; adds new features; and includes an editor.

CardStax is the first hypertext system for the Atari 8-bit computer. It lets you make your own stacks, with Print Shop (tm) icons, KoalaPad pictures, Pokey Player music & more.

Hypertext is a buzzword in the computer world today. It's all about breaking away from the limits of traditional text. A book is the opposite of hypertext: it has a set beginning and end, but with little user control - you read page 1, then page two, and so on until the end. Hypertext presents the reader with choices. After information has been presented, the user can choose where to go next; either from a menu of choices or by moving a pointer on the screen and clicking on a choice.

CardStax gives you up to six of these links for each screen. Many cards will use fewer than six, but CardStax handles that.

### [Getting Started]

Once you've booted your CardStax disk (with BASIC), you'll see a menu offering three choices:

C ardStax  
E ditor for Cards  
A lter configuration

These options are fairly self-explanatory. CardStax will let you peruse any existing stack. The Editor will let you make your own cards and stacks; and the configuration file lets you adjust colors, disk drives and pointing devices. Now let's look at them in more detail.

### [Configuration]

The file CARDSTAX.CFG contains information on your setup. You can adjust it by selecting "Alter configuration". This will then let

you do three things:

- (1) change the default colors for the editor.
- (2) change the numbers of the disk drives connected.
- (3) select a pointing device;- a Mouse, Joystick or Touch Tablet. Whichever one you choose, be sure that it's plugged into port #2.

### [Cardstax]

This is the heart of the whole setup. Upon starting CardStax, you will see the selection screen. There are four main areas:-

The first area is the list of stacks. This will display up to 6 stacks on the current drive. Each stack has an 8 character name. To see a stack, move the pointer arrow onto the name and click.

The second area is to the right of the stack list. Once you select a stack, a brief description of it will appear, along with two boxes: "Go on" and "Cancel". Clicking in the "Go on" box will start the stack; clicking anywhere else will cancel.

The third area is at the bottom right - the printer box. Clicking here will turn the printer on or off within the program. If you have an Epson or compatible printer hooked up and you select "Online"; clicking in the very top left corner of a display will cause it to be printed out. Note that printer interfaces hooked up through a joystick port won't work.

The final area is at the bottom right of the screen. This changes the disk drive that the program looks at for stacks. Clicking on either arrow will advance the disk drive number. Once the number displayed is the drive you wish to see, click on "Confirm". If you decide not to change drives, just click on cancel.



# CARDSTAX Version 2.0

by David A. Paterson

(page 2)

## [The Editor]

The editor package consists of 3 programs. One converts Print Shop icons into \*.ART files for CardStax. It's taken from Page Editor ver 3.3, an excellent PD page design program.

Second is the compiler. It takes cards which you make (with the editor as below) and copies all the data files to your stack.

The third is the editor itself. This is menu-driven, and it lets you design your own cards, and stacks.

Cards are screens of information which may include music. Stacks are a collection of cards which are joined together by links. The editor program will let you design cards. Before designing cards, though, you should work out the relationship between them. Knowing what goes where makes the actual design much easier.

Before you can save a card, you must create the stack with the option "Alter current stack". Give the stack a name, and a brief description. The editor will save it to disk, and then you can carry on.

The first card loaded when your stack is selected must have the same name as the stack. That is to say, the first card loaded by the stack SAMPLE is the card SAMPLE. The first card of a stack named ADVNTURE would be the card named ADVNTURE.

## [The Card Compiler]

The compiler is very bare-bones. It will look at the card in the stack you specify, see which data files are needed, and copy them to the stack. The terms SOURCE & DESTINATION drives might be a bit confusing. SOURCE is the drive that the data file is on; & DESTINATION is the drive the stack is on. Files copied can't be over 8k in length. Single drive copies are supported, but if (like me) you're using an XF551, flipping from single to double density doesn't work.

\*\*\*\*\*  
The following is a condensed version of the file CSTECH.DOC. Note that the symbol (\*\*) means "for more details see the file CSTECH.DOC". [rrs]  
\*\*\*\*\*

## [CARDSTAX 2.0 - Technical Data]

Note: This is primarily intended as a reference. You don't need to understand it in order to use CardStax.

### [DOS]

CardStax is designed to use only MyDos 4.50. MyDos variants not using a four digit file size field will not work. SpartaDOS, DosXL, SuperDos, etc. will not function with CardStax.

CardStax 2.0 has revised both cards and stacks, making it incompatible with CardStax v1.0.

### [Stacks]

A stack file has the extender .STK, and is found in the main directory. Each stack file consists of 6 lines. They are:- (\*\*)

For simplicity, the editor (v2.0) uses the same name for the stack sub-directory and first card.

### [Cards]

Cards are data files displayed by CardStax. Card files have the extender .CRD. Each card is made up of a 1)Header; 2)Link definitions and 3)Card-specific data. (\*\*)

### [Links]

Each card has six links. (\*\*)

### [Data]

All data used by CardStax must be in one of six formats. These are:

Name	Extender	Type	ID
----	-----	-----	-----
Koala Pad	.PIC	P	
62 sector picture	.GRB	G	
Print Shop icon	.ART	A	
Machine language	.OBJ	M	
Text files	.CTX	T	
Pokey Player music	.V	C	(**)

Send questions or bug reports to:-  
GENie: D.PATERSON2 (or Internet)  
or:- David A. Paterson  
4900 Doherty Ave.  
Montreal, Quebec H4V 2B2

# CARDSTAX

v2.0 by David A. Paterson  
(PD) 1993 All Rights Reserved

Stacks on Current Drive	Description
SAMPLE	

Drive	↑	Confirm
D1:	↓	Cancel

Printer
Online

---

**CardStax** v2.0 adds new features to the first hypertext system for the 8-bit Atari.

Now: - Pokey Player music  
- Support for other graphics modes

Click here to  
see a 16 grey  
scale picture

Click here to  
learn about  
screen dumps

◆  
If you've selected the printer  
ONLINE to begin with, you can get  
a hard copy of anything displayed  
by CardStax.

There are a few limits: the printer  
must be an Epson or compatible,  
and can't be connected by an  
interface that uses a joystick port.

To dump a screen, move the pointer  
to the very top left of the screen  
(on this screen, the ◆ symbol).

Click here to  
see a color  
.PICTure

Click here to  
see a Mix of  
PS icons&Text



Use Print Shop (tm)  
icons for your display  
with CardStax. Icons  
must be converted  
before use.

The conversion program  
is from Page Editor 33  
an excellent PD page  
design program.

I want to see your  
stacks! Send copies  
to me at:

David A. Paterson  
4900 Doherty Ave.  
Montreal, Quebec  
H4V 2B2





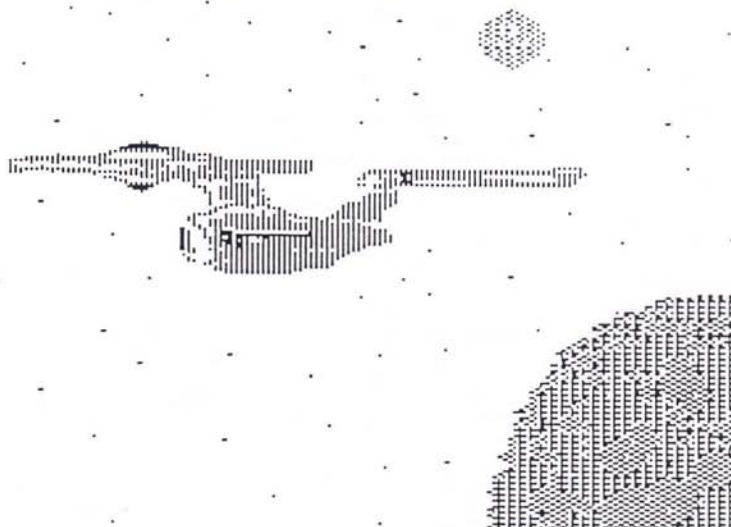
CardStax uses the MultiMouse handler written by Simon Trew. MultiMouse is a set of programs which permits the use of a Mouse, Joystick or Touch-Tablet as an input device.

The screen-dump routine is from Analog Computing #35 - the G: device. This great program, written by Charles F. Johnson, permits you to easily perform screen dumps and program listings to your Epson printer. It's the file GDRIV.COM on the CardStax disk.

Click anywhere to go on

---

Space - The final frontier...



VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
63	SMALLME.BAS	Maze -1 player & J/S	GAME	BOHLKE	3-88	015
63	SPAW.DOC	SPARTADOS:ATW+RAMdisk	APPLIC.	SMITH	3-88	035
63	INFILCHT.OBJ	Infiltrator Cheater	GAME		3-88	029
63	MTOS.DOC	DOC for MTOS	DOC	DATAQUE	3-88	068
63	MTOS.COM	Multi-Tasking Op. Sys.	APPLIC.	DATAQUE	3-88	043
63	MAXHEDRM.BAS	SHAREWARE- run to see	DEMO	DUNGEON	3-88	028
63	MAX1.PIC	Part of MAXHEDRM	PIC	c.f.	3-88	020
63	MAX2.PIC	Part of MAXHEDRM	PIC	c.f.	3-88	019
63	MAX3.PIC	Part of MAXHEDRM	PIC	c.f.	3-88	022
63	MAXHEAD.RM	Part of MAXHEDRM	BASIC	c.f.	3-88	020
63	TITLE.PIC	Part of MAXHEDRM	PIC	c.f.	3-88	038
63	TITLE.SCR	Part of MAXHEDRM	PIC	c.f.	3-88	008
63	TITLE2.SCR	Part of MAXHEDRM	PIC	c.f.	3-88	009
63	HA.	Skull PIC - in BASIC!	DEMO		3-88	005
63	A.SYS	Loader & by-pass	SYS		3-88	007
63	CADXE.DOC	DOC for CAD3D on back	DOC	FOSTER	3-88	102
63	(Back) CAD3D	BASIC 3-D CAD program	APPLIC.	FOSTER	3-88	644
64	MASTER.CHR	For ALTERNATE REALITY	GAME	DATASFT	4-88	039
64	REJOIN.OBJ	ALT. R.- util. routine	GAME	"	4-88	008
64	ROBOCOF.CHR	For ALT. REALITY game.	GAME	"	4-88	039
64	ARCHARS.OBJ	ALT. R. transfer util.	GAME	"	4-88	033
64	STAT.BAS	ALT. R. status utility	GAME	"	4-88	098
64	PHANT1.TXT	PHANTASIE 1- denizens	GAME	SSI	4-88	034
64	MATH1.BAS	Children's math game	EDUC		4-88	071
64	MATHFGM2.BAS	Works with MATH1.BAS	EDUC		4-88	059
64	PICTURE.	DOM PIC - "Pinup Girl"	PIC		4-88	062
64	ELEGANT.NLQ	DAISY DOT - NLQ font	UTIL		4-88	012
64	TILE.NLQ	" " " "	"		4-88	018
64	CRYSTAL.NLQ	" " " "	"		4-88	015
64	DEMODO2.TXT	Multi col. format.-TXT	DEMO	c.f.	4-88	034
64	(Back) EASY-	See ESCAN.DOC instruc-	DEMO &	Mark D.		
64	( " ) SCAN	tions re SLIDES.BAS.	9 PICs	Elliott	4-88	672
65	PHANTISY.DOC	PHANTASIE enhancement	GAME	(?) SSI	5-88	074
65	GALLEONS.OBJ	Arcade type- 2 players	GAME	ANTIC->	>11/87	036
65	MAXB.BAS	Arcade actn. by Casten	GAME	ANTIC->	->9/87	111
65	BASEBALL.BAS	2 players; has instrns	GAME	Bohlke	5-88	084
65	HOTCOLD.BAS	Like Mastermind; 1 J/S	GAME	ANTIC->	>11/87	033
65	LABRYNTH.OBJ	3-D Labyrinth- 1 plyr.	GAME	ANALOG		044
65	PROMPTER.BAS	Prompter- J/S; instr.	APPLIC.	ANTIC->	>10/87	070
65	PICLOAD.BAS	Picture loader	UTIL		5-88	009
65	PICTURE.	D.O.M. title Picture	PIC		5-88	062
65	GRAPHDEM.BAS	Tutorial in GR. 8/9	DEMO	ANTIC->	>10/87	019
65	GRAPHDL1.M65	ASSy. listing of above	DEMO	"	"	008
65	PLAYDEM.BAS	Multiple "Player" use	DEMO	"	"	014
65	PLAYDEM.M65	ASSy. listing of above	DEMO	"	"	007
65	BEERBASH.BAS	Beer sampling program	APPLIC.	ANTIC->	->5/85	045
65	BEERBASH.DOC	Article from magazine	DOC	ANTIC->	->5/85	049
65	CASTLE.BAS	Child's geometry game	EDUC	ANTIC->	>10/86	077
65	SPEEDCLC.OBJ	SPEEDCALC spreadsheet	APPLIC	COMPUTE	->3/86	072
65	WYSIWYG.BAS	Makes Cass. labels	UTIL	ANTIC->	>11/87	094
65	(Four sets	"FANCY, MODERN, STOP,				
65	of fonts)->	& JUDICIAL" type fonts	UTIL	ANTIC->	>11/87	036



||| Jaguar Tackboard  
||| Confirmed information about Atari's Jaguar  
/| \ Compiled from online and official sources

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=====  
//// Independent Association of Jaguar Developers  
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The IAJD (Independent Association of Jaguar Developers) has started accepting members on GENie. The IAJD is a private group where confidential discussions can be freely held. (Category 64 of the ST RoundTable is the IAJD meeting place.) Consequently, membership in the IAJD is limited to Jaguar developers who are registered with Atari Corp. To apply for membership, send EMail to ENTRY\$ on GENie (or <entry\$@genie.geis.com> if you're not on GENie). Regular EMail correspondence with the IAJD should be sent to IAJD\$ (again, or <iajd\$@genie.geis.com> if you're not on GENie).

=====  
//// Internet Jaguar Mailing List  
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Anyone with Internet EMail access can join the discussions on the Jaguar mailing list. To "subscribe" to the list, send an EMail to the following address: <listserv@ctrc.fs.saci.org>

Leave the subject line blank. In the body of the EMail, include this line:

subscribe jaguar-l FirstName LastName

(Where "FirstName" is your first name and "LastName" is your last name.)

After you've joined the list, send all mail to be read on the Jaguar list by addressing your letter to: <jaguar-l@ctrc.fs.saci.org>. It





Accent Media Productions	-	Varuna's Forces CD-ROM
u Accolade	Q2/95	Brett Hull Hockey
	-	Charles Barkley's Shut Up and Jam
Acid Software		
Activision	?	Return to Zork CD-ROM
Alfaro Corporation Limited		
All Systems Go	Q1/95	Hosenose and Booger CD-ROM
	Q1/95	Video Jukebox (cart multiplexer)
	-	BIOS Fear CD-ROM
	-	(IR controller station)
American Laser Games	-	Mad Dog McCree
Anco Software Ltd.	-	Kick Off 3 (for Imagineer)
	-	World Cup
Anthill Industries		
Argonaut Software	-	Creature Shock CD-ROM (For Virgin)
Atari Corp.	-	Chaos Agenda CD-ROM
u	*8*	[Club Drive]
	*5*	[Crescent Galaxy]
n	Q2/95	Fight For Life
n	-	(Football)
u	-	Al Michaels Announces Hardball
3		
	-	Highlander
u	Q1/95	Hover Strike(was Battlezone 2000)
n	Q2/95	Dreadnought CDRom
	-	MPEG
	-	Space War
u	Q2/95	Tiny Toons Adventures MORE
u Attention to Detail	Q1/95	Battlemorph: Cybermorph 2 CD-ROM
u	Q1/95	Blue Lightning CD-ROM
	*7*	[Cybermorph] (For Atari)
Audio-Visual Magic		
B.S.A.		
Bando Svenska AB		
Beris		
Bethesda Softworks		
Beyond Games Inc.	1995	Battlewheels
u	1/95	Ultra Vortex

BitMotion Software		
Bizzare Computing		
Black Scorpion Software		
Borta & Associates		
Brainstorm	-	[x86 Jaguar Development System]
Brandlewood Computers Ltd.		
Bullfrog Productions Ltd.	Q4/94	Syndicate (For Ocean)
	Q4/94	Theme Park (For Ocean)
Cannonball Software		
Celebrity Systems Inc.		
Clearwater Software		
Computer Music Consulting		
Condor Software		
Cross Products Ltd.	-	[Jaguar Development System]
Cybervision		
CyberWare		
DAP		
Data Design		
Delta Music Systems Inc.	-	Nanoterror
	-	Droppings
Denton Designs Ltd.		
Dimension Technologies		
Diskimage		
Domark Group Ltd.	-	F1 Racer
DTMC	-	Lester the Unlikely
	-	Mountain Sports
	-	(Miniature Golf)
Eclipse	PRODU	Iron Soldier (For Atari)
Electro Brain Corp.		
Electrom		
Elite		
E-On		
Eurosoft		
Extreme		
EZ Score Software Inc.		
Factor 5		
Flair Software Ltd.		
Frankenstein Software		
Funcom Productions a/s		
GameTek Inc.		
Genus Microprogramming Inc.		



Gremlin Graphics Ltd.	PRODU	Zool 2
MORE?	-	UNKNOWN TITLE (racing) -
H2O Design Corp.		
Hand Made Software	PRODU	Kasumi Ninja (For Atari)
u	Q2/95	Jack Nicholas Cyber Golf CD-ROM
		(For Atari through Accolade)
u High Voltage Software	Q1/95	White Men Can't Jump (for Trimark)
u	-	(pinball)
	-	'Dactyl Joust
Hisoft		
Human Soft Ltd.		
d Hyper Image Productions	-	Hover Hunter
ICD Inc.	-	Cat Box (AV & comm expansion box)
u id Software	...	[Doom]
	*8*	[Wolfenstein 3D]
u	-	MORE
i-Space		
iThink	-	(3D simulation)
Imagineer Company Ltd.		
Imagitec Design Inc.	*6*	[Evolution Dino-Dudes]
	*6*	[Raiden]
	-	Freelancer 2120 CD-ROM
u	PRODU	Bubsy
	-	Dino Dudes 2
? Interplay	-	BattleChess CD-ROM - MORE?
Jaleco	-	Cisco Heat
	-	Bases Loaded
	-	MORE CD-ROM
JVC Musical Industries	-	Valus Force
Krisalis Software Ltd.	-	Soccer Kid
Kungariket Multimedia		
d Level 7 Software	-	(RPG)
n	-	(Shooter)
Limelight Media Inc.		
LlamaSoft.	*10*	[Tempest 2000] (For Atari)
	1Q/96	Defender 2000 (For Atari)
	-	MORE MINTER!
Loricel S.A.		

Lost in Time Software		
Malibu Interactive		
Manley & Associates Inc.		
Maxis Software		
Media Technology Scandinavia		
Merit Industries Inc.		
Michton Inc.		
u Microids	-	Evidence
u	-	Commando
? Microprose	-	Gunship 2000
MidNite Entertainment	Q4/94	AirCars
	Q1/95	Dungeon Depths
	Q1/95	Assault
Millenium/Teque	*7*	[Brutal Sports Football] (For Telegames)
Miracle Designs		
Nebulous Games		
Neon-Buttner		
Network 23 Software		
NMS Software Ltd.		
Ocean Software Ltd.	? 1995	Apeshi- (working title) Lobo CD-ROM
n	-	Waterworld
Odyssey Software Inc.		
-unnamed-	-	-unnamed-
Photosurrealism	-	Galactic Gladiators
Phobyx		
Pixel Satori		
PIXIS Interactive	-	Neurodancer CD-ROM
Rage Software Ltd.	-	Rally
Rainmaker Software Inc.	-	Nerves of Steel
	-	Virtual Warriors
u ReadySoft Incorporated	Q1/95	Dragon's Lair CD-ROM
	-	Dragon's Lair II CD-ROM
	-	Space Ace CD-ROM
Rebellion Software Ltd.	*9*	[Alien vs. Predator] (For Atari)
c	PRODU	Checkered Flag (For Atari)
u	-	Legions of the Undead (For Atari)
	-	Hammerhead
Rest Energy		
Riedel Software Prod.		
Scangames Interactive		
Sculptured Software Inc.		

Selgus Limited		
Shadowsoft Inc.		
u Sigma Designs	Q1/95	"Jaguar on a PC" PC card
u Silmarils	Q1/95	Robinson's Requiem CD-ROM
Sinister Developments		
Soft Enterprises		
Softgold Gmbh		
Software 2000		
Software Creations		
Software Development Systems		
Spaceball Technologies Inc.		
Steinberg Soft-und-		
Hardware Gmbh		
Tantalus Entertainment		
Tantalus Incorporated		
Team Infinity		
Team 17 Software Ltd.		
Tecnation Digital World		
Techtonics		
Telegames	-	Casino Royale
	-	European Soccer Challenge
u	Q1/95	Ultimate Brain Games
	-	Super Off-Road
	-	World Class Cricket
Teque London Ltd.		
Thrustmaster		
u Tiertex Ltd.	12/94	Flashback (for U.S. Gold)
Time-Warner Interactive	-	Rise of the Robots
n	-	Primal Rage
	-	Arcade Games Using Jaguar
Titus		
Trimark Interactive		
Twilight		
U.S. Gold Ltd.		
u UBI Soft International	2/95	RayMan
u	-	(Soccer)
u V-Reel Productions	Q1/95	Arena Football League
u	Q1/95	Horrorscope
Virgin Interactive		
u Entertainment Ltd.	1/95	Cannon Fodder
u	...	[Dragon] (Pub. Atari)
u	1/95	Demolition Man
Virtual Artistry, Inc.		





## No Pentium For El Presidente

*Robbie Bridges*

No, I didn't (and couldn't afford to) buy a Pentium. I wanted to, so that I could run Microsoft's Space Simulator without it looking jerky like Flight Simulator 2 on an 8-Bit. My friends who did buy Pentiums are having to take them back and get new chips, and I think that is only the beginning of their problems.... I have been lucky with my 486 and my Ataris-I haven't had to do any major work to correct problems-the problem was me! I can't figure out how to make the games my kids like, run.

I wasn't able to demo all the neat programs at our last Meeting because we had so many things going, but I'll try at the next PC Meeting. There's some great scenery for Flight simulator 5 of Kenya, and since I don't think I'll ever go there, it's fun to fly there and pretend. Same for Alaska....

I didn't hear too many complaints about the Journal-my first to help publish, and I guess that's because Lyle didn't come to the Meeting.... I'll try to do a better job this time, at least I hope to remember to get the font right on this piece so that you don't need a magnifying glass to read it.

We'd love to get more input for the Journal and I'm sure there are lots of ideas floating around out there. Feel free to make suggestions at the Meetings for topics to write about when you see me standing up there groping for words to pass the time....

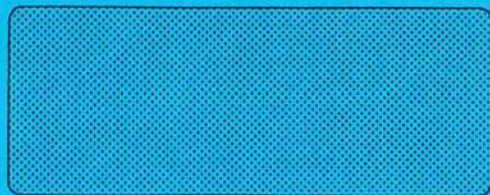
*San Leandro  
Computer Club*  
P.O. Box 1506 • San Leandro, California • 94577-0374

# **General Meeting**

**8:00 P.M. Tuesday Jan 3, 1995  
San Leandro Public Library  
300 Estudillo Avenue**



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